

## **EAST LANSING BASEBALL TOURNAMENT RULES AND INFORMATION FOR ALL AGE GROUPS**

1. Unless exceptions are noted, games will be played according to the official PONY League Rules (note that Pony Tournament Rules do not apply).
2. All players, except up to two, on a team must be from the same baseball organization, community or school district. If you are an academy or all-star team, you will need to demonstrate and must send verification that your team meets the skill level of the above-mentioned criteria.
3. Players must not reach the next higher age prior to **May 1st**.
4. Team roster must be turned in prior to your first game. **Copies of birth certificates must be available for review at the time of registration.** The roster sheet must be filled in completely.
5. A roster must consist of a maximum of 15 players and a minimum of 9 players per team. All games will use roster batting, meaning that all players on the roster and lineup card must bat, unless they are injured.
6. Each team must have 9 players to start each game. A player must bat in order as listed on the lineup card. Except as noted below, any team who has a player who leaves the game will be assessed an out for each player when that lineup position is due. If a player is injured, the team will not be penalized during the remainder of that game. The discretion of injured player not having to take an out will be determined by the umpires and/or the Tournament Director.
7. 2 1/4 inch, 2 5/8 inch and 2 3/4 inch bats are allowed but must have 1.15 bpf stamp or USA bat stamp. All drop 3 (-3) bats must meet BBCOR standards.
8. Free defensive substitution will be used. Teams may put a player in or out any inning except for pitchers. All players must play a minimum of two innings in the field (six outs). If a game is called because of a mercy rule, the two inning minimum rule will not be enforced.
9. Pitchers may pitch no more than 3 innings per game. Once a pitcher is removed from pitching, he may not pitch in that game again. One pitch constitutes having pitched a complete inning.
10. **Specific Rules For U9 and U10 :**
  - Games will consist of 6 innings with time limit.
  - Bunting is allowed.
  - No leading off or stealing until ball crosses home plate. After one warning per team, runner will be called out.

- Runners on third base may not steal home. They may advance only on a batted ball, bases loaded walk or if the defense makes a play on that runner.
- Batter is out on a dropped third strike.
- No balks will be called.
- Ten defensive players may be used, which shall consist of four outfielders on the outfield grass.

**11. Specific Rules For U11, U12, U13 and U14:**

- Games will consist of 7 innings with time limit.
- Each pitcher gets one balk warning per game.

**12. Mercy Rule:** All games will be played with 15 run mercy rule after 3 innings, and 10 run mercy rule after 4 innings.

**Time Limit:** All games will be played with a 1 hour, 45 minute time limit. No new inning can start after the time limit expires unless the score is tied. There will be a 2 hour time limit for the championship games.

The game is over if the home team is ahead and is batting in the bottom of an inning where the Mercy Rule or Time Limit is reached.

**13. The new international tiebreaker rule will be used if the score is tied after 6 or 7 innings (as applicable) or the time limit. Only one extra inning may begin after the time limit unless it is a championship or semi-final or final top-seed crossover game that requires a winner to advance. Extra innings start with both coaches choosing where they will begin in their lineup, with the two previous batters placed on first and second base, respectively.**

**14.** If weather or other problems occur, the Tournament Director may elect to shorten the maximum length of the games.

**15.** A courtesy runner can be used for the catcher of the next inning. The courtesy runner will be the last available out.

**16.** On contested plays at second, third, or home all runners should attempt to avoid contact or will be called out. There will be no barreling. Violators will be ejected from the game. It will be the discretion of the umpires and Tournament Director on further game suspensions. Fake tagging is prohibited and will result an extra base being awarded.

**17.** If an offensive player is injured or ejected, the player who was the last available out may replace him.

**18.** No metal spikes for U9-U12. All players must wear shirts with numbers on the back of the shirt for identification purposes.

19. Umpires have complete control of the game. Tournament Director will settle protests immediately.
20. **Any player, coach, fan or parent not displaying proper sportsmanship and conduct may be asked to leave the game site for the good of the game.** Any player or coach ejected from the game will also be suspended for his team's next scheduled tournament games. No player or coach shall use and form of tobacco or alcohol on the playing field. No foul language will be allowed. It will be the discretion of the umpires and Tournament Director on further game suspensions.
21. No infield practice will be allowed. Teams may warm up in the outfield and take ground balls in foul territory.
22. No live hitting practice is allowed.
23. Home team will be determined by a flip of a coin. Home team is responsible for the official scorebook unless teams agree otherwise.
24. Individual team and player trophies will be given to the first and second place teams.
25. All game balls will be supplied by the tournament.
26. If tournament is rained out or shortened, certain games may be rescheduled for later dates. A \$100 per team per game refund, up to 3, will be provided for games not played.

### **TIE BREAKER RULES**

If there is a round robin record tie between teams, the following tiebreakers will be used in this order:

- 1) Head to head competition
- 2) Run differential in each game played (No differential greater than 10 runs)
- 3) Fewest runs allowed
- 4) Most runs scored
- 5) Coin flip (if two teams) or draw from hat (if more than two teams)

**Note:** If three or more teams are tied and the teams involved beat each other, tie breaker number 1 is eliminated. Tiebreaker Number 2 is then put into effect. The team with the best differential would be awarded the highest seed. The tiebreaker then resets for the remaining teams to determine the higher seed.

**Example:**

Three teams have 2 wins and 1 loss record and beat each other. Team A has a plus run differential of (+5), Team B (+6), and Team C (+7). Team C would be awarded 1<sup>st</sup> place; 2<sup>nd</sup> place

would go to the team who won head to head, then who had highest run differential, then fewest runs allowed, etc.